How to edit your own logo's with GLB

Your own logo's

To create your own logo do the following:

The easy way:

      Copy one of the existing logo directories which most resemble the logo you want to create (i.e. not the look but the functionality) and modify the files.

The hard way:

      Create a directory in the GLB installation path.

      Create a file script.glb. (The program will only look for directories containing the file script.glb).

      Create a thumbnail.bmp (only BMP pictures width: 100 pixels or less; height: 20 pixels)

Some points concerning script.glb

Case sensitive

All commands and values are case sensitive. I.e. there is a difference between `imgfontend` and `imgFontEnd` only the latter will work! Sorry, couldn't be bother to make it not case sensititive at the moment.

Image fonts

Make a directory in your logo dir and place all your characters there. Names a.gif, b.gif, c.gif, etc… Create a `imgFont` entry in your script.glb. Image fonts support only upper or lower case at the moment. (Will be expanded in the future (maybe))

Image colors

I've noticed that images with a small number of colors aren't displayed corectly. If your image isn't displayed at all try adding more colors to the pallet. I think about 8 colors will do the trick.

Transparent images

When you enabled the transparent image option the bottom left pixel of the image sets the transparency color.

Progressive JPEG images / Can't open image file

I'm using a third party JPG decompressor with this program. Unfortunately it can't open JPG's which are progressive optimized images. So if you get the error can't open on a JPG image, safe your image without progressive compression.

Commands and Values

Most commands need values. It doesn't matter wether you place the values between ' or " or not. If you provide values to commands who don't need them, the values will be ignored.

Suggestions and/or comments
Mail to Marijn: glb@gwobbel.com

Try it
You should probably be alright, just have a look at the scripts provided with the program. Below are all the commands you can issue with a very limited description.

Command	Description
name	Name of the Logo
installTempFontResource	File name of a TTF not contained by Windows. TTF file should be placed in the logo directory. This will enable to distribute your own TTF fonts with GLB.
backgroundImage	Name of background image to use.
backgroundExtraExpandFrom	center, left, right, leftright or character. The first three are obvious. Leftright expands from both left and right sides. Character places the backgroundExtraCenter image behind each imgFont character.
backgroundExtraLeft	Name of image used on left side. (optional)
backgroundExtraCenter	Name of image used in center. (optional)
backgroundExtraRight	Name of image used on right side. (optional)
backgroundExtraMarge	Marge between end of ttf-texts and picture border. (optional, only works with expanding logo's)
imgFont	Start of image font definition
imgFontEnd	End of image font definition
ttfFont	Start of the TTF (True Type Font) font definition.
ttfFontEnd	Denotes the end of the True Type Font definition

Command	Description
imgFont	Denotes the start of the image font definition.
name	Name of the directory which contains the images for the font. The characters should be named a.gif b.gif c.gif etc…
align	Possible values: left, right, center and fill.
transparent	Add when images are partly transparent. See Transparent Images
label	Label added on top of the input box
space	Number of pixels to use for a space character
charspace	Number of pixels between two characters
xpos	X position on the picture of the font. Use value center to automaticly place in center of image.

ypos	Y position on the picture of the font.
width	Maximum text width. Creates a boundingbox together with xpos and ypos. Only necessary when using the value fill at align.
default	Default text to display
imgFontEnd	Denotes the end of the image font definition

Command	Description
ttfFont	Denotes the start of the TTF (True Type Font) font definition.
name	Name of the TTF font (Make sure you use the exact name!)
color	Color of the font. A specific 4-byte hexadecimal number, with the RGB colors orderd as follows: $00BBGGRR. The low three bytes represent RGB color intensities for blue, green, and red, respectively. The value $00FF0000 represents full-intensity, pure blue, $0000FF00 is pure green, and $000000FF is pure red. $00000000 is black and $00FFFFFF is white. If you happen to program Delphi. Yes, it's the color format of Delphi.
align	Possible values: left, right and center.
label	Label added on top of the input box.
size	Size of the font in pixels.
bold	Use only when you've got no hair.
italic	Only accapts Italian. Si?
underline	Take your best guess.
strikeout	Only for professional baseball players. Strike! Your out!
xpos	X position on the picture of the font. Use value center to automaticly place in center of image.
ypos	Y position on the picture of the font.
spaced	Add a space between all characters.
default	Default text to display
ttfFontEnd	Denotes the end of the True Type Font definition

Have fun!